TABLE OF CONTENTS

GETTING STARTED 3
CONTROLLER 4
DEFAULT CONTROLS 5
THE STORY 6
GEARING UP 7
OPTIONS 8
CONTROLLER CONFIG 9
LOAD/SAVE GAMES 10
THE CHASE 11-12
INVENTORY 13
USING YOUR GUNS 14
JAX'S STORY 15
THE ENEMIES 16
PICK-UP ITEMS 17
HINTS AND TIPS 18
CREDITS 19-20
WARRANTY 22

DEFAULT CONTROLS

Please refer to the previous page for button locations. If you're using a DUALSHOCK™ analog controller, make sure the Analog Button is activated before attempting to use the Left Analog Stick.

DEFAULT CONTROLS

RUN FORWARD	-	Directional button UP
TURN LEFT or RIGHT	-	Directional button LEFT or RIGHT
TURN AROUND	-	Directional button DOWN
DRAW WEAPON	-	L2
LOOK	-	L1
FIRE	-	□
HIGH PUNCH	-	□
LOW PUNCH	-	✕
HIGH KICK	-	△
LOW KICK	-	○
BLOCK	-	R1
INVENTORY	-	SELECT
ACTION	-	✕ (only in appropriate areas)
TURBO	-	R2

For Jax's moves, see **Jax's Story**, pg. 15.

MENU/SUB-MENU NAVIGATION

When navigating through menu screens, use the Directional buttons (or Left Analog Stick if activated) to highlight selections. Press ✕ to activate the selection. Pressing △ in any menu will exit you back to the previous screen.

THE STORY

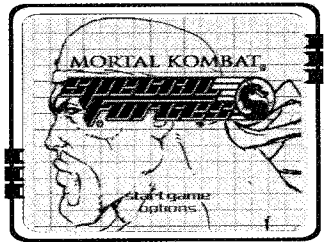
One of the earliest stories that established the Mortal Kombat universe was the relationship between Jax and Kano. Jax, a special forces agent, was hot on the trail of career criminal Kano, when he was led into the Mortal Kombat tournament.

Kano represented the criminal underworld and Mortal Kombat was a supernatural event that caused all of these things to collide. But, we've only hinted at their shaded past.

What events caused Jax to despise Kano so much? How did Kano himself come to be involved with Shang Tsung? Why is Jax so bent on stopping Kano's gang, Is it the Black Dragon?

There's a story to be told here and one that will allow new elements of gameplay, while remaining true to the myths that make up the Mortal Kombat universe.

GEARING UP



Following power up, press **START** during the opening cinematics to view the Start/Options screen. Select **Start Game** to jump right into the action, or **Options** to view the Options Menu.

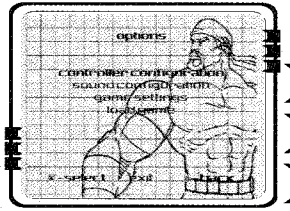
When you select **Start Game**, a *Mortal Kombat Special Forces* movie will begin. You can watch and enjoy the movie, or press ⊗ to bypass the movie and begin playing.

Note

Pressing **START** during gameplay displays the Pause Menu. Select **Continue** or **Abort Mission**. The **Abort Mission** option exits to the Title Screen.

OPTIONS

The Options Menu displays four options available to adjust the default game settings. Press the Directional button Up or Down to highlight an option, then press ⊗ to make a selection. When you're finished, highlight **Exit** and press ⊗ to return to the Options Menu.



CONTROLLER CONFIGURATION

See **Controller Config**, pg. 9

SOUND CONFIGURATION

To make changes to the game's **Music** or **Sound Effects**, highlight the option, then press Left or Right to increase or decrease the sound setting. When you're finished, highlight **Exit** and press ⊗ to return to the Options Menu.

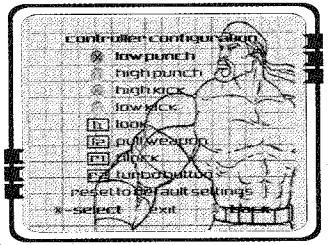
GAME SETTINGS

You can adjust the game's **Difficulty** level or turn your DUALSHOCK™ analog controller's Vibration feature **ON** or **OFF**. Select an option, then press the Directional button Left or Right to make adjustments.

LOAD GAME

See **Load/Save Games**, pg. 10

CONTROLLER CONFIG



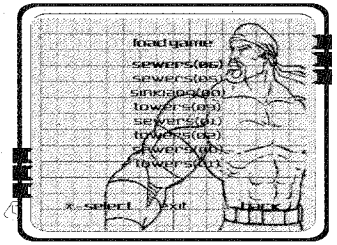
The Controller Configuration screen displays the default controls for *Mortal Kombat Special Forces*. You can leave them as they are or modify them the way you like.

To modify the controls:

- Press the Directional button UP or DOWN to highlight the control you'd like to change, then press ⊗ to activate it.
- Press the Directional button LEFT or RIGHT to cycle through different configurations. When you've selected a new button, press ⊗ again to deactivate the selection and accept the new button.

As you make changes to the controls, you'll notice that other buttons change automatically. Select **Reset to Default Settings** to reset any changes and return to the games default controls.

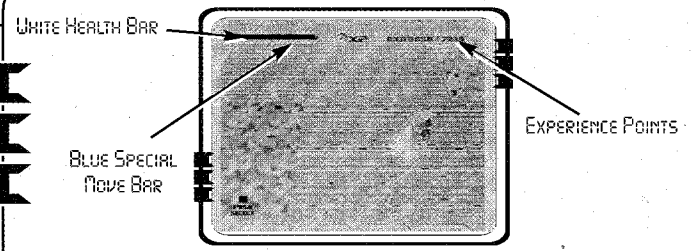
LOAD/SAVE GAMES



With a **Memory card** inserted in your PlayStation, *Mortal Kombat Special Forces* gives you two options after you've completed a level. You can **Save** your current progress or bypass the save option and proceed to the next level. When prompted, select **Yes** to save the game.

To load a previously saved game, select **Load** from the Options Menu (pg. 8). The Load Screen will display any saved MK Special Forces data. Press the Directional button Up or Down to select the data file you want to load, then press ⊗ to go to that saved game.

You'll continue that mission with all of your accumulated **Weapons**, **Experience Points** and **Lives**.



WHITE HEALTH BAR

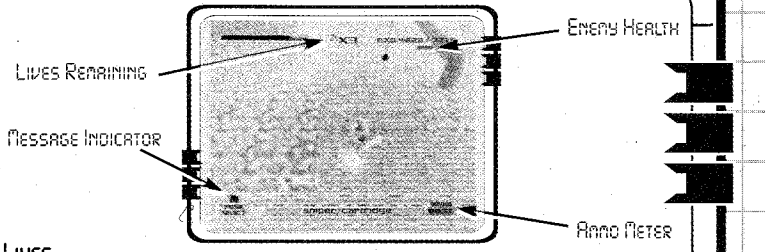
Your health is displayed. Grab health to get more.

BLUE SPECIAL MOVE BAR

As you use your special moves, the bar diminishes. To recharge the bar, you'll need to gain experience points by performing combos on opponents that get in your way.

EXPERIENCE POINTS (X/X)

The number on the left is the amount of experience points you have gained, and the number on the right is the goal you'll need to achieve to receive a new combo. Any new combos will appear on-screen. You can then access them in your Inventory (see **Inventory**, pg. 13).



LIVES

The amount of lives you've gained is displayed. If you die when at 0, you're finished.

AMMO METER

When you pull out weapons, the amount of ammo is displayed on-screen.

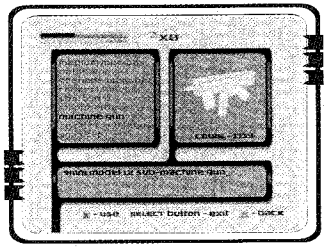
MESSAGE INDICATOR

During the game, an icon will appear, prompting you to press SELECT to read a new message. This will keep you informed of any new objectives, special items or moves you need to be aware of.

ENEMY HEALTH

As you encounter enemies, a Health Bar will appear that displays their Health status. Pound them until the meter is depleted.

INVENTORY



The Inventory Screen is used to browse **Items and Weapons**, **Kombos and Experience** and your **Messages**. To use the Inventory Screen, press SELECT during the game. Your inventory will appear. To select these options and any items within each Inventory menu, press the Directional button Up or Down to highlight an option, then press ⊗ to make a selection.

Items/Weapons - This screen displays any guns, keys or explosive devices.

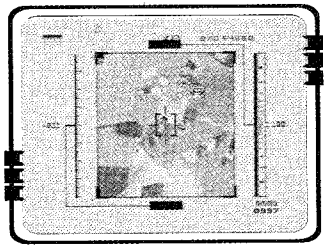
Kombos and Experience - All of your earned combos are displayed, as well as your current accumulated **Experience** statistics.

Messages - As you get messages, they are stored and available for your review at any time. This is a nice feature for reviewing your current progress should you return to a saved game.

USING YOUR GUNS

If you have a gun in your inventory, press L2 to draw the weapon. If you have more than one gun in your Inventory, you'll need to specify the gun you want to use before you can draw that gun (see **Inventory**, pg. 13).

Once you have your gun drawn, you can fire it at your opponents in the game's default view, or press and hold L1 to access **Target Mode** for a better aim. This is probably best used when your opponent is at a distance. He may be all over you if you wait until you're closer.

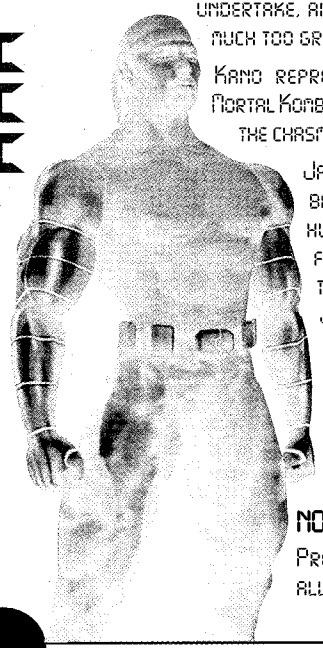


When using the **Sniper Rifle**, press and hold L1 for **Target Mode**, then try pressing △ and ⊗ to zoom in and out. You can get a clean, more accurate shot using this feature.

JAX'S STORY

Jax has a new mission. It's a mission he's always wanted to undertake, and the disdain for his nemesis Kano is much too great to ignore any longer.

Kano represents the criminal underworld and Mortal Kombat was a supernatural event that caused the chasm between these two powerful rivals.



Jax will be forced into hand to hand combat, as well as vicious gun battles as he hunts down Kano. Join Jax in his search for Kano, destroying his henchmen along the way. Get ready, another battle has just begun!

JAX'S MOVES

Light Ground Pound	R2 + ✕
Hard Ground Pound	R2 + □
Light Dash Punch	R2 + ○
Hard Dash Punch	R2 + △

NOTE

Pressing a Directional button and △ allows Jax to climb certain structures.

THE ENEMIES

Here are some of the tougher enemies you'll face in *Mortal Kombat Special Forces*:

NO FACE

Due to his vast knowledge of explosives and incendiary devices, be prepared for an explosive battle.

TASIA

Beware of this Ninja Master. She's as deadly as she is beautiful.

TREMOR

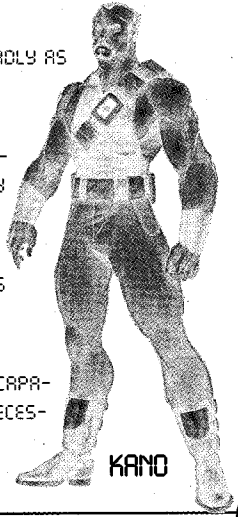
He's the guardian of the Gateway. His powerful style, coupled with his blind loyalty to Kano makes him a deadly adversary.

JAREK

One of Kano's most trusted allies, Jarek is quick, mean and full of surprises.

KANO

Yes, Jax's longtime nemesis is a ready and capable opponent. Kano will use any means necessary to dispatch Jax, his hated rival.



KANO

PICK-UP ITEMS

Throughout the game, many items will be available to strengthen your health, add to your arsenal or give you access to doors and other areas.

FREE LIVES

Grab as many as you can. You'll need them.

MEDI-PAKS

Don't pass one of these. Keep your health up, so you can stare down the fists and guns of your opponents.

WEAPONS

Look for Machine Guns, Rocket Launchers, Grenade Launchers and Sniper Rifles. They all provide a different defense against your enemies.

AMMO

Your gun has no purpose if you don't keep up your inventory of ammo. Grab it whenever you can.

KEYS

There are many doors you can not enter unless you have a key. If you try to enter a restricted door, you will be prompted to get a specific key.

HINTS AND TIPS

As you play Mortal Kombat Special Forces, you might get a little stumped once in a while. Check out these hints and tips. Maybe they'll lend an answer to your dilemma and help you move on in the mission. Good luck.

- Always check your Messages as the icon prompt appears on-screen. There may be some important information you'll need.
- Watch in the upper right portion of the screen. If Enemy Health Bar(s) appear, an enemy is close by.
- When using the Sniper Rifle, don't wait until your enemy gets close, press L1, zoom in, take aim and shoot from a distance. One Body shot with the Sniper Rifle disarms enemies.
- Make sure you bump your health up whenever you're low. Sometimes you'll be taking on more than one opponent. They may both be armed.
- Try moving large objects. There may be hidden, unexpected items you'll find useful. Look for weak spots on walls that can be detonated.
- Observe Boss patterns and look for a weakness before attacking.
- For each new experience level gained, health is restored to 100%. Combos replenish Turbo Meter.
- Conserve all ammo and health pak items.